

**Claims**

1. Method for generating game control data for an electronic game dependent from context related data comprising:

- 5        - accessing context data, and  
          - generating game control data on the basis of said accessed context data.

2. Method according to claim 1, further comprising:

- 10        - executing a game according to said generated game control data.

3. Method according to anyone of the preceding claims, wherein said accessing context data further comprises processing of context data.

15        4. Method according to anyone of the preceding claims, wherein said processing of context data is performed in response to actual game data.

5. Method according to anyone of the preceding claims, wherein said context data comprise sensor data.

20        6. Method according to anyone of the preceding claims, wherein said context data comprise music data.

7. Method according to anyone of the preceding claims, wherein said context data comprise visual data.

25        8. Method according to anyone of the preceding claims, wherein said context data are used to control the timing of the electronic game.

9. Method according to anyone of the preceding claims, wherein said context data are used to control events in said electronic game.

30        10. Method according to anyone of the preceding claims, wherein said context data are used to control actions in said electronic game.

35        11. Computer program product comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 10 when said program product is run on a computer or network device.

12. Computer program product comprising program code, downloadable from a server for carrying out the method of anyone of claims 1 to 10 when said program product is run on a computer or network device.

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13. Analyzer module comprising:

- an interface connectable to a data source for receiving context data,
- an interface connectable to a game execution processor, for outputting game control data, and
- a processing unit for generating said game control data in accordance with said received context data.

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14. Analyzer module according to claim 13, characterized in that said analyzer is incorporated in a synthesizer module.

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15. Electronic gaming device comprising:

- a first processing unit for executing an electronic game, characterized in that said gaming device further comprises a
- an interface for connecting to a data source for context data, and
- a second processing unit for generating game control data on the basis of said context data, said second processing unit being connected to said interface for receiving said context data, said second processing unit being connected to said first processing unit for transferring generated game control data to said first processing unit, and wherein said first processing unit is adapted for executing an electronic game according to said received game control data.

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16. Electronic gaming device according to claim 15, further comprising a storage for storing of context data or game control data.

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17. Electronic gaming device according to claim 15 or 16, wherein said connection between said first and second processing units is a two-way connection.

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18. Electronic gaming device according to anyone of claims 15 to 17, further comprising at least one sensor connected to said second processing unit.

19. Electronic gaming device according to anyone of claims 15 to 18, further comprising an interface for accessing music data.

20. Electronic gaming device according to anyone of claims 15 to 19, further comprising an interface for accessing visual data.

5 21. Electronic gaming device according to anyone of claims 15 to 20, further comprising a limiting device connected to said first processing unit for limiting the execution of said electronic game according to said received game control data.

10 22. Electronic gaming device according to anyone of claims 15 to 21, wherein said electronic gaming device is a mobile gaming device.

23. Electronic gaming device according to claim 22, wherein said electronic gaming device further comprises a cellular telephone.